

DEMOCH ATTACK



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DEMOU ATTACK

Eerle creatures scream overhead. Attack and deetroy them — or be destroyed!

Game Play Objective

- * To score, deetroy demons before they destroy you!
- ★ Accumulate reserve bunkers (chances) by surviving each attack wave.
- * Bunkere are located at the bottom left of ecreen.
- ★ You begin with 3 bunkers and can gain up to 6.
- ★ When you lose all reserve bunkers, another alien hit ends the game.

Getting Started

- * Alwaye turn power off before inserting or removing a cartridge.
- ★ Place cartridge, label up, in the slot on the computer console. Turn power on.
- ★ When "Select Game" appears, press any top numeric key for the game desired. (See Game Variations.)
- ★ To play the same game again, prece the red button on the joystick controller.
- ★ For a new game, prece "Recet", and select game number desired.

Hand Controls

- ★ Hold controller with red action button in upper left hand corner. Press to fire.
- ★ To move your Laser Cannon, push the joystick left or right.
- ★ 1 player vereions: uee left hand controller.

Game Variations

	1 Player	2 Pleyer	Description	
Game	#0	1	Basic Demon	
	#2	3	Tracer Shot*	
	#4	5	Advanced Demon	
	# 8	7 Advanced Tracer*		
		8	Special Co-op Vereion	
		9	Special Co-op with Tracer*	

^{*} Control a fired ehot by moving the laser cannon in the direction you want the ehot to go.

1 Player Gsmes	Description		
0, 4	Direct Shots		
2, 8	Special Tracer Shote		
2 Player Games	Description		
1, 3, 8 and 7	Each player hae a eeparate: Laser Cannon, recerve bunkers and score. (Same color as Laser Cannon).		
Player 1	Red Cannon		
Player 2	Blue Cannon		

* Play alternatee at the end of each wave.

* If one player losee all chancee, the other continues on.

Co-op Gamss	Dsscription	
8, 9	Control of Laser Cannon switches between players every 4 seconds. If you're hit, your opponent scores 500 pts.	

Scoring

Wave	Demons	Split Demons	Diving Demons
1, 2	10	_	_
3, 4	15	_	_
5, 8	20	40	80
7, 8	25	50	100
9, 10	30	60	120
11, 12+	36	70	140

Your laser shots disappear briefly when they go through 1 layer of the atmosphere! Strange planet!

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Programme de jeu conçu par Dave Johnson

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